



THE SIGIL

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FOLLY PRECEDED CREATION AND IT DESIRES TO BE ITS END.



Sigil v1 | By Arte



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THE SIGIL

Hmage stands just before the plateau of power, one sacrifice is the demand, the ritual is complete save for one last component: He bellows the chant, his sacrifice uselessly struggles as his words seek conclusion. He forces the dagger point down stopping abruptly when seeing the essence of his magic escapes him, forming a ghostly reflection beyond which stands a robed man holding a spectral whip.

Always the opportunist the halfling took a job to procure a deed that also gave her the information she needed. And after navigating the sewer way into the manor in hand was now not only the deed but a tome of forbidden magic. When safely making her exit a simple click of the fingers sets off a chain of surprises preoccupying any residents of that manor.

The half-orc and several others lay dying on the ground, the rest standing lack the strength as the mighty ancient green dragon confidently perches atop the ruin. Its maw opens spewing forth its breath at the lone gnome; but a spherical ward of force shatters around her as the pages of a book floating before a half-elf fly off and circle around him. The pages burn away, the light from his diamond opens a portal before him; two demonic claws thrust through as a creature of horror enters the field.

PAST OF CHAOS

The sigil or rather cerberus, aye they used to be doomguard but history is never so clean cut. It was some time before the great upheaval, some wannabe top shelf bloods decided to flip off the powers. Whatever they did it brought pure entropy to a prime world from the words of it. Glad I wasn't there to see it but some of those sinkers were, and what they saw was probably why they left the doomguard. But those sigil, they don't act like the sinkers I know today and all the stories are the same about them be it if it came from a clueless or cutter.

Sigil? Yes, of course you would ask me I wrote my thesis on them. They are the results of a ritual of sorts, see sigil are made not born. It's unclear if anyone could explain how the ritual works, as an arcanist my learning is that it seems to entangle psionic and arcane natures to the soul. They call it the threading, the results appear unique to each inductee but an inexplicable unnerving unnatural way is about them after all is done. So the obvious question is where did they learn of this threading? The answer might be found in limbo... or perhaps from somewhere else or maybe something else.

Right then it was a few years back, we all had our own business and I just figured he was a spellslinger. Was happy to be half wrong on that, downright dependable in a scuff he was. Yeah he was good for business, you know merc work; didn't matter if it was a cleric of moradin or lolth, he could shred a spellslinger before they could even say I wish.

SIGIL

Level	Proficiency Bonus	Features	Spells Known	Chaos Pool
1st	+2	Chaos Trigger, Chaotic Font	3	1
2nd	+2	Arcane Expertise, Eldritch Ward, Oath and Chaos	4	1
3rd	+2	Sigils Paths, Gathering Entropy	5	2
4th	+2	Ability Score Improvement, Broken Echo	6	2
5th	+3		7	3
6th	+3	Path Feature, Second Trigger	8	3
7th	+3	Chaotic Reveler	9	4
8th	+3	Ability Score Improvement	10	4
9th	+4		11	5
10th	+4	Path Feature	12	5
11th	+4		13	6
12th	+4	Ability Score Improvement	14	6
13th	+5		15	7
14th	+5	Path Feature	16	7
15th	+5	Natural Redesign	17	8
16th	+5	Ability Score Improvement	18	8
17th	+6		19	9
18th	+6	Path Feature	20	10
19th	+6	Ability Score Improvement	21	11
20th	+6	Silent Respite	22	12

EXACTER OF JUSTICE

While sigil are considered to be the deliverers of justice by the victims of those who the sigil tend to hunt; they are chaotic by their nature, the threads of chaos woven so deeply into them that they are numb to what is the law or order. They have a goal, not provided by the order but themselves before their training. The sigil pursues their beliefs and values as they see fit with only one rule; they must leave a place better than when they first saw it.

CREATING A SIGIL

When you create a Sigil, consider your character's motivation for joining the order and receiving their training. Was it a necromancer who played her sick games with the corpse of someone you loved? Maybe a twisted aberration haunts your dreams with ill omens? Possibly a powerful magic now places you worlds apart from your heart's desire?

Sigils focus on dealing with arcane, natural and divine magic and how best to hunt, capture and take advantage of foes that use them. However, a sigils magical power comes to them from experiences and some sigil believe the chaos itself whispers the secrets. A character that wishes to become a sigil must be of a neutral alignment; the order does not accept those who are found to be evil for evil's sake.

The chaotic whispers from an entity that if ever known is now long forgotten is not the source per say of the sigil ability; the initial threading of chaos is a separate event, but the growth of the sigil chaotic pool is based on her growth alone. The whispers if heard are from a creature of no good or evil alignment only chaos and acts as such, it is a thing that cannot be conceived by even the minds of some of the greater divine creatures but seems to either be without want or focus, it is however clearly unfathomable.

If it communicates, you can only hear what sounds like inconceivable whispers, too faint to decipher and too babbled to sound like one voice, what can be deciphered from this or if it can be deciphered is up to the DM.

QUICK BUILD

You can make a Sigil quickly by following these suggestions. First Intelligence should be your highest ability score. Second choose the sage background. Third consider constitution as your secondary ability score. Last sigil choose *sleep*, *shield* and *charm person* as the three 1st level spells you can select.

CLASS FEATURES

As a Sigil, you gain the following class features.

HIT POINTS

- **Hit Dice:** 1d8 per sigil level
- **Hit Points:** at 1st Level: 8 + Constitution Modifier
- **Hit Points:** at Higher Levels: 1d8 or (5) + your Constitution Modifier per sigil level after 1st level

PROFICIENCIES

Armor: Light armor

Weapons: Simple, Whips, Longswords and Glaives

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Athletics, Arcana, History, Insight, Investigation, and Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Longsword or (b) any simple weapon
- (a) Component Pouch or (b) an Arcane Focus
- (a) Scholar's Pack or (b) Explorer's Pack
- Padded armor, a whip and two daggers

CHAOTIC FONT

As your predispositions crumble a sigil becomes closer to the chaos of magic and can cast spells truer to their purpose.

CHAOS POOL

The sigil table shows you how deep your chaos pool is per level. Each spell used via the chaos pool lowers the amount of chaos in the pool by the spell's level. A 9th level spell would require a pool of at least 9 deep to cast and would expend 9 chaos from the pool. Spells can be cast at a higher level by expending chaos from the pool equal to the level of the spell.

SPELLS KNOWN FROM 1ST LEVEL AND HIGHER

From 1st level you know three 1st-level spells of your choice from the sigil spell list. The sigil table shows when you can learn more spells of first level or higher. A spell you choose to learn must be no higher than you have as your maximum pool. Any changes to the maximum pool not provided by the class do not count towards the spells you may learn.

Additionally, when you gain a level in this class you may select one spell already known and replace it with another spell from the sigil spell list, the selected spell cannot be of a level higher than the maximum chaos you have as your pool provided by this class.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Sigil spells, so you use your intelligence whenever a spell refers to spellcasting ability. In addition you use your intelligence modifier when setting the saving throw DC for a sigil spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency modifier + intelligence modifier

Spell attack modifier = your proficiency modifier + intelligence modifier

RITUAL CASTING

You can cast any sigil spell known as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5 of the PHB) as your spellcasting focus for your sigil spells.

RECOVERY DICE

You gain recovery dice: when cast a spell through chaos points you may roll a 1d6 and recharge one chaos point on a 6. As many times as your intelligence modifier per day you may roll your recovery dice for each spent point of chaos at the end of a short rest. You regain all your chaos points at the end of a long rest.

Your recovery dice success range increases to 5 or 6 from 5th level and 4, 5 or 6 from 13th level.

CHAOS TRIGGER

From 1st level you place a seed of chaos in a single target. Pressures become amplified eating at the marks ego causing disadvantage on Constitution saving throws it makes to maintain its concentration on a spell when you damage it.

When you touch or damage a target with a weapon attack you may designate it as your "mark" requiring concentration. When your weapon damages your mark as a bonus action you can cause a mark to suffer 1d6 psychic damage. This effect has a somatic component.

When you are concentrating on this feature you have advantage on any checks related to spells or rituals that your "mark" is affected by or the source of and you are able to visualize a likeness of your mark.

If the target drops to 0 hit points or is not a creature; weapon damage or touch transfers the mark, or you may as a reaction mark a new target within 60-feet.

Touching a resisting target in combat requires an attack roll and is considered an unarmed strike.

This feature lasts for 1 hour, 8 hours from 8th and 24 hours from 15th sigil level.

When you lose concentration on this feature you can as a reaction roll your recovery dice to regain use of this feature. You regain use of this feature after a long rest.

ARCANE EXPERTISE

From 2nd level with growing experience the knowledge etched into you by the sigil ritual reveals layers of pragmatism and arcane lore studied by generations within the order; you are now proficient in Arcana; if you are already proficient then you may double your proficiency.

ELDRITCH WARD

By 2nd level your adept understanding of the threading can twist familiar channels of power.

When you are the target of a magical effect you must save against, as a reaction you may roll 1d4 and add the result to your saving throw. To gain this benefit you cannot be blinded, deafened or incapacitated.

Eldritch ward requires a somatic component.

You can use this feature once per your intelligence modifier and you regain your eldritch ward uses after a long rest.

OATH AND CHAOS

At 2nd level you learn the ritual that creates a natural bond between yourself and your weapon. Performing the ritual takes 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, the conclusion of which you touch the weapon to swear your oath and are bonded. The weapon liquifies and is freely absorbed.

A bonded weapon is a natural weapon of which you are proficient, it otherwise retains all of its original properties. You can call the weapon as a bonus action, you can also dismiss the weapon back into your body (no action required), it becomes liquid like or dust like and is absorbed. The weapon turns to dust and is absorbed into you if it is more than 10-feet away from you at the end of your turn.

Should you critically damage a creature with a bonded weapon you roll a recovery dice and if the creature is a spell caster, aberration or monstrosity roll an additional recovery dice. These recovery dice can be applied to any applicable feature except silent respite or ataxic branding.

If you die the weapon shares the fate of your body. You can perform a 1 hour ritual on a different weapon to replace your current weapon; the properties of your current weapon are lost in place of the newest weapon. You can't affect an artifact or sentient weapon in this way.

SIGIL PATH

Each sigil is unique unto themselves, but they share one thing in common, misery preludes their arrival. From 3rd level a sigil may hone her skills, to a sigil these paths are not much different from a maze but that every winding path leads to its end.

The sigil who finds themselves on the path of the keeper discovers that hunting dangerous magic comes as second nature but retaining it, utilizing it to continue the hunt is their very nature. A sigil who travels the path of the seeker find that their martial prowess alone while formidable can become overwhelming to an enemy whose home is now a hunting grounds. The sigil of inquisition, truest to the search of knowledge, perhaps truer to the source of chaos, woe and dread are the only two words to describe them by friend and foe who know their capabilities.

GATHERING ENTROPY

From third level you can as an action sink deeper into chaos allowing you to force one recovery dice roll to regain a chaos point. On a one you gain a level of exhaustion from the mental and physical strain. You may do this once per sigil level and regain these uses after a long rest.

You can meditate for one hour at the cost of two chaos points to remove one level of exhaustion and you do not gain the benefits of a short rest during this meditation.

BROKEN ECHO

At 4th level, you now can reach into the weaves lay lines and push a fierce wave of ether through a target while they attempt to manipulate magical forces. You now have access to two techniques from the broken echo techniques section.

As a reaction when you see or hear a spell being cast within 45-feet you can launch an ethereal force at the caster. The caster must make a dexterity saving throw against your sigil spell save dc. On a success there are no additional effects, on a failed save the spell is interrupted and an ethereal copy of the target is drawn out of the caster stunning it until the end of its turn. The copy appears in a space of your choice within 5-feet of the caster.

The copy is incorporeal has half your maximum hit points, no movement and an ac of 10.

If the ethereal copy is present you may use one of your selected broken echo techniques.

BROKEN ECHO TECHNIQUES

- **Ethereal Mirror:** As an action the echo may reflect the spell or ability originally prevented at a target of your choice within the echoes range that you can see and if the effect requires concentration the duration is set to 1 minute without concentration.
- **Dissonant Reverb:** For 5-ft of movement you may teleport to a target unoccupied location within 45-feet of the echo, this does not provoke attacks of opportunity but destroys the echo.
- **Martial Echo:** As an action you may make a melee weapon attack with advantage. The attack does the weapon damage + 3d10 force damage.

- **Guardians Echo:** As an action up to three targets you can see within 45-feet of the ethereal copy have their present temporary hit points set to 15 points.
- **Break:** As an action you may create a shield around yourself, the shield lasts for 3 turns and adds 10 to your AC. When a target makes a melee attack that misses you, they suffer 1d8 force damage. Any attack that hits you ends this effect prematurely.(10th)
- **Arcane Echo:** As part of your action the next spell you cast may apply to two additional targets you can see. Targets already hit by the spells effect cannot be targeted again in this way. If the spell has an area of effect you may increase the area by 10-feet.(Keeper, 9th)
- **Resonant Resistance:** As an action you absorb the copy. When you fail a saving throw you may attempt the save again or when you would be hit by a spell your target must reroll the spell attack. This effect remains until dispelled or for 1 minute.
- **Echo Break:** As an action you absorb the copy. When you would sustain any magical damage or effect instead the ethereal copy suffers the entirety of the effect. This effect remains until dispelled or for 1 minute. (Inquisitor, 7th)
- **Ethereal Wall:** As a bonus action you create a stationary wall 15-feet long within 10-feet of you. The area within the wall is on the ethereal plane. Up to large creatures that pass through the wall receive the benefits of the blink spell for one minute. As an action you may dispel the wall, otherwise it fades at the end of your next turn. (12th)
- **Downtempo:** As an action you may detonate the echo, creatures within 30-feet of the echo must make a wisdom saving throw against your sigil spell save dc. On a success, they resist the effects, on a failure they are slowed for 1 minute. (Seeker, 7th)

The ethereal copy fades from existence after it is used, is destroyed or if unused by the end of your turn.

When you gain a level in this class you may replace a technique you know.

After you use this feature you can make a recovery dice roll to regain a use of this feature.

This feature can be used once per your intelligence modifier and regains all its uses after a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal you can't increase an ability score above 20 using this feature.

SECOND TRIGGER

By 6th level your weapon attacks add your intelligence modifier and scores a critical hit on a roll of 17 to 20 against a target marked by chaos trigger. If you critically damage a mark it is blinded to you as if you were hidden even in plain sight, a mark can spend an action attempting to perceive you.

At 9th level if you damage a mark that doesn't perceive you it suffers an extra 2d6 psychic damage and you remain hidden to it. It makes its next ability check involving you at disadvantage or your next saving throw against the mark is at advantage.

CHAOTIC REVELER

From 7th level if you would save against a charm or fear effect instead make a recovery dice roll:

- On a failure roll the save normally
- On a success roll the save an additional time taking the highest result.

On a successful save you rebound the effect against its source as if it originated from you turning the source into the target.

Any effect rebounded through this feature lasts its full duration without requiring concentration.

NATURAL REDESIGN

At 15th level a weapon that you are bonded with as part of the ritual is attuned to you and does not count towards your maximum equipment attunement.

By the end of a long rest you can reshape a bonded weapon to a form you prefer based on the *Equipment Section* (PHB 149). It retains all of its properties changing any property as appropriate of its new form.

When you would roll recovery dice through your Oath and Chaos feature, if your recovery dice roll is a success you may spend one chaos point to stun the target until the end of their next turn. You also place silence with the target as the source of it, it requires no concentration and lasts for one minute.

The wound is the source of this silence so any magical healing effect on the target ends this silence prematurely.

You add your intelligence modifier as force damage to a weapon you are bonded with.

SILENT RESPITE

From 20th level as an action an inanimate object or dying target that you touch can be sent through the planes and into the void of chaos. The creature is stabilized as part of this feature. A spell cast within chaos by any means aside from a chaos pool adds a level of exhaustion to the caster. Psychic winds, time warps, memory loss, spacial dissonance and eventual madness are only a few features of this far reality. A creature can cast plane shift or teleport from chaos but must succeed a wisdom save against your sigil spell save dc + each day the creature was in chaos and you are aware of any attempt made to do so as well as the creatures potential destination.

As an action you may instead of sending a target away call a target sent to within 5-feet of you from chaos. Once per week you may roll your recovery dice to regain use of this feature.

SIGIL'S PATHS

Order is chaos of a flavor, knowledge is what keeps you alive.

Sigils may pursue evil relics of a bygone era that radiate with the soul of a malicious entity to world shattering beasts brought forth through abominable arcane machinations. Before a sigil all of these things are equally profane. When the order was formed is unknown, the recorded history began after the words of such things had long been forgotten. But there are paths, the teachings still show echoes of the old ways and lessons the order cannot teach the enemy will.

PATH OF THE SEEKER

Sigil may choose to travel the path of a seeker. Seekers specialize in hunting magic from the security of ambiguity, their ability to find magic naturally comes from rigorous training of the mind and body. Focusing on mixing nature with their bodies abilities; this proficiency lends it to infusing other items with chaos. With their physical prowess and craft work a targets home becomes its most lethal enemy.

ELDRITCH SENSES

At 3rd level you can detect magical influence passively out to 60-feet, you know only that a source of magic was nearby. If the magic trace is within 5-feet then you may as an action concentrate on it to revealing the age of the magic, you do not know the details of if the magical source is cursed, it's school or any further details but you have advantage on nature, survival, perception and investigation checks against the trace and its source.

ELDRITCH TRAPPER

Starting at 3rd level you gain proficiency at crafting artifices; small disk like objects, they have vein like channels which store magical commands and a core which hold chaotic energies. There are two small spheres that can each be filled with a liquid of up to 1oz.

The artifice reacts to a command action either verbal or somatic to trigger them and the command is done as a bonus action from up to 300-feet away, up to two commands can be executed at a time.

You can expend chaos into these artifices that result in one of the effects on the artifice effects section. It takes ten minutes per spent chaos point to charge an artifice and can be done over a short rest. Once an artifice is used it must be recharged, the effects of the artifice can be changed during the charging process.

Artifices can be disarmed at a DC based on 8 + your proficiency + your Dexterity modifier and artifice effects use your sigil spell save DC when required.



WEAPON

SIMPLE WEAPON

Name	Damage	Weight	Properties
Artifice	1d4 piercing	material	Finesse, Thrown (range 20/60), Special

Special: The amount of chaos charges that each kind of artifice is uses is limited by the material of the artifice. It is possible to combine variations of effects based on the number of charges each effect would require and the maximum charge of that artifice. Ichors are used to lower the cost of an artifice effect by 1, adding two of the same ichor has no additional effect on the chaos charge cost.

ARTIFICE CRAFTING

Material	Craft Time	Craft Cost	Charge
Clay	15m	10g, 5lbs clay	1
Iron	1h	125g, 6lbs iron	2
Silver	2h	250g, 3lbs silver	3
Mithril	1d	500g, 2lbs mithril	4
Adamant	1w	4000g, 1lbs adamant	6

Currency required in craft cost includes other materials used but not the primary material.

ARTIFICE EFFECTS

- **Flash trap:** The artifice releases a blindingly bright light flash out to 15-feet that then quickly becomes a soft glow that illuminates 30-feet in dim light for 1 hour, it does not illuminate magical darkness. Creatures within the bright light must make a constitution saving throw or are blinded on a failed save until the end of their next turn. They are not blinded on a successful save. This effect requires 2 chaos charges. (giant fire beetle ichor)
- **Magic trap:** The artifice will shoot 3 magical bolts that automatically hit random targets within 15-feet of the artifice, each bolt does 1d4+1 force damage. This effect requires 2 chaos charges; higher charges increase the number of bolts by one per charge.
- **Fog trap:** The artifice lets out a 20-foot radius cloud of smoke and fog that lasts one minute then dissipates, a strong gust of wind will also end this effect. This effect requires 2 chaos charges. (smoke mephit ichor)
- **Jump trap:** The artifice when activated will force an object 20-feet in a direction, if the artifice is stepped on the object is sent upwards carrying the momentum of their direction. This effect can be repeated six times before the artifice becomes inert and requires 2 chaos charges. (bullywug/giant toad ichor)
- **Faerie trap:** The artifice releases a cloud of magical dust, objects within 10-feet of the artifice must make a dexterity saving throw or suffer the effects of faerie fire. This effect lasts for two rounds and requires 2 chaos charges. (faerie ichor)
- **Web trap:** The artifice releases a snare when activated, the creature must make a dexterity saving throw or suffer the effects of the web spell. This ability costs 3 chaos charges. (giant spider ichor)

- **Fire trap:** The artifice releases a charge of fire, exploding in a 20-foot radius for 10d6 fire damage, creatures must make a dexterity saving throw and on a successful save take half damage. This requires 4 chaos charges. (red dragon ichor)

ICHORS

Ichors are almost an essential component when charging an artifice, ichors can be hunted or bought. The ichors mentioned here are just examples of what each effect would require. Ichors are consumed as part of activating an artifice.

A DM might say that a silver artifice requires the two spheres be filled with hellhound ichor to get the effect that one sphere of red dragon ichor would purchase for the fire trap effect to function.

NATURAL EXPERTISE

From 6th level you now are proficient at survival and sleight of hand ability checks if you are already proficient at them then you may double your proficiency.

Targets marked by your chaos trigger have disadvantage on perception, survival and investigation checks towards you and your artifices. At the start of a round, your initiative roll is always at least 1 higher than your marked target. You also gain a 1d4 on attacks rolls against marked targets.

Your nature checks when involving ichors or supplements for ichors are at advantage.

ARTIFICE TRIGGER

Your mastery as a seeker expands, at 10th level you now have the ability to apply a trigger to your artifice, the artifice will retain this trigger indefinitely or until the artifice is disarmed or the trigger is removed by you. The artifice can be set to trigger as per the *Triggering a Trap* section (DMG 120) but must be within 30-feet of the triggering condition. An artifice does not know friend from foe but you may prevent a trigger from activating as a reaction on up to as many artifices as you could activate. When you detonate an artifice, you may roll a recovery dice to regain a chaos point.

ADVANCED TRAPPER

Starting at 14th level your artifice maximum chaos charge increases by one-step. Creatures out of combat that trigger an artifice effect have disadvantage on any saving throw made if they are also unaware of the artifice. You have access to advanced artifice effects found in the advanced artifice effects section. You may now trigger up to three artifices with one bonus action.

ADVANCED ARTIFICE EFFECTS

- **Lightning trap:** The artifice creates a bolt of lightning that arcs toward an object within 15-feet that is not obstructed by a structure. Three bolts then leap from that object to as many as three other objects, each of which must be within 20-feet of the first object. An object or creature can be hit by only one of the bolts. The chain targeting can be set to prioritize a specific creature or object type over a short rest.
A target must make a Dexterity saving throw. The target takes 14d8 lightning damage on a failed save, or half as much damage on a successful one. This requires 6 chaos charges. (behir ichor)
- **Antimagic trap:** The artifice releases a pulse of shimmering energy that extends 20ft, all the effects of an anti-magic field are present in the affected until the start of your next turn. This requires 7 chaos charges. (beholder ichor)

- **Stone curse trap:** The artifice releases an orb that has a queer purple glow, the first creature in 30-feet who looks at the orb must make a constitution saving throw. On a failed save the creature suffers the effects of flesh to stone. This requires 5 chaos charges. (beholder ichor)
- **Gravity trap:** The artifice releases a slight tremor, creatures within a 20-feet area around the artifice must make a dexterity saving throw. On a failed save they suffer the effects of reverse gravity until the end of the round. On a successful save the creature grabs an object and is unaffected by this effect. This requires 6 chaos charges.

MASTER TRAPPER

Eliminating inefficiency a seeker wastes nothing to capture her prize. Starting at 18th level charged artifices that are up to 60-feet of each other form a diameter. You can move within the radius of the diameter's center by teleportation. Each movement in this way costs 15-feet of movement.

You can call back any artifice within 60-feet to you as a bonus action. The artifice appears within 5-feet of you or in an empty hand if available, if there is no empty space the artifice will move to the nearest empty space.

As an action, a target marked by chaos trigger that you touch is now considered marked for capture, any set charged artifice within 60-feet of the target will move towards the target. When the artifice reaches within 5-feet of the target it triggers automatically. The artifice levitates and floats towards the target and has a maximum speed of 50-feet. Any artifice affected in this way move towards the target at the end of the round navigating around obstructions.

Your artifice disarm DC now includes your intelligence modifier.

PATH OF THE KEEPER

To the sigil magic is an order brought from chaos. However, to truly understand this relation a keeper must explore its nuance, drink deeply of its potential and come to terms with its essence. Knowledge is a keeper's best weapon and they keep it close.

SHARD OF CHAOS

By 3rd level you may as a bonus action summon a shard of chaos from its extra dimensional space.

While the shard is in hand, a spell cast by a chaos trigger mark that is seen or heard by the keeper as a reaction can have its knowledge stored requiring and occupying as many slots as the spell's lowest level to cast. You cast this spell at its lowest level consuming the knowledge and slots. You gain two levels of exhaustion for each level beyond your maximum chaos pool that the level of the spell you cast may be.

You have knowledge slots equal to your sigil level. Expended slots are recovered and knowledge can be forgotten after a long rest.

You prepare the list of chaos shard spells that are available for you to cast, choosing from your sigil spells list. When you do so, choose a number of sigil spells equal to your Intelligence modifier (minimum of one spell) in any combination. Casting the spell removes it from your list of prepared spells expending chaos points of the spell's level. Casting a prepared spell also allows you roll one recovery die per the spell's level after it was cast. Each die success as per the chaos pool section recharges one chaos point. You can change your list of prepared spells when you finish a long rest. Prepared spells cannot exceed the level of spells known as per the spells known from 1st level and higher section. Prepared spells count as known spells for the purpose of ritual casting. Preparing a new list of sigil spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

You may also select any three wizard, cleric or druid cantrips of the evocation school.

When preparing you may still cast sigil spells from your spells known feature as per the sigil table, unprepared spell casts recharge as per the chaos pool section.

As a bonus action you may dismiss your shard of chaos back to it's extra dimensional space.

DIVERGENT TIDE

By 3rd level when you use your action to cast a spell of 1st level or higher or use your broken mirror effect, you may as a bonus action use a cantrip or make a weapon attack.

Your cantrip damage adds your intelligence modifier and your cantrips use your sigil spell casting ability.

ELDRITCH WARDEN

At 6th level as a reaction before you or a target you can see within 30-feet would suffer damage you may place an amplified eldritch ward. This ward creates a barrier that reduces incoming damage by your Eldritch Ward die x your Intelligence modifier, the barrier lasts until the start of your target's next turn or if it reduces any damage.

Use of eldritch warden consumes uses of eldritch ward and its die increases from 1d4 to 1d8 and 1d12 at 17th level.

PRECISE ENTROPY

From 10th level targets that roll a natural 1 on their saving throw automatically fail their save against your sigil spells.

A target that rolls a natural 1 on a saving throw has its resistances and immunities ignored by that spell as well as receives double the damage dice result as critical damage.

Targets that suffer critical damage from your spell attack suffer the maximum possible damage from the damage dice rolls.



CHAOTIC MAELSTROM

From 14th level as part of your spell casting; a spell that requires an attack roll or a saving throw may be imbued with chaos, spell attacks against a target are at advantage. Saves and subsequent saves against an imbued spell are at disadvantage. This feature may be used once per long rest and twice from 18th level.

The saving throw feature of your precise entropy now occurs on a natural 1 and 2. Also your spell attacks now deal critical damage on a natural 19 or 20.

When your targets auto fail or are critically damaged by a spell of 1st level or higher you double your recovery dice roll.

KNOWLEDGE KEPT

From 18th level as a one hour ritual which can be done over a short rest you may store one spell you know with the casting speed of an action of up to 8th level from the sigil spell list in your chaos shard after paying the chaos point cost. The spell can only be cast or dissolved and the chaos points cannot be reclaimed nor the spell switched. Concentration spells cast in this way can be held in tandem with any other spell or ability. No components are needed for this spell unless they would be consumed in which case they are consumed as part of the ritual.

PATH OF THE INQUISITOR

Inquisitors are closer to chaos than any other and can call forth a part of the physical manifestation of the thread of chaos they nurture. The path is dangerous and to refine their purpose inquisitors focus their abilities within specific schools of practice, finding the unique path to inner lucidity.

The taking of chaos and honing it never loses its danger but to the inquisitor the clearest path to the true mastery of chaos is first inner clarity and then outer truth.

SOLEMN VIGNETTE

From 3rd level, you learn two languages of your choice.

The inquisitor may touch an unconscious creature and for three minutes so long as it remains unconscious you may ask it up to three questions. The creature speaks the answer to your questions in its native tongue and truthfully.

If the creature would intend for the answer to remain a secret or if you attempt to ask the creature more than three questions it makes a charisma saving throw against your spell save DC. On a success the creature wakes up unaware of your attempted intrusion, on a failure the creature answers the question.

You may use this ability once per long rest.

CHAOTIC FOCI

At 3rd level after you've made a weapon attack or spell cast you may then as a bonus action make a melee spell attack (Somatic) with reach out to 20-feet. A spectral whip deals 1d8 damage with a damage type that changes based on the result as described in the Focus section. The damage dice increases to 2d8 by 7th and 3d8 at 15th level. When you use this feature, roll your recovery dice to regain a use of this feature. You may use this feature three times per short rest.

FOCUS

By 3rd level you may choose one focus; elementalism, magisterium or volitism and gain its features. Your Foci might be a piece of a gem or a small trinket you hold in one hand or embedded into a glove or your body.

When you would use your foci as described in the chaotic foci section you must roll a 1d4 before the foci attack roll, the result decides the element of your foci's damage type as well as any additional features.

ELEMENTALISM:

- *Fire:* Creatures out to 15-foot of the original target take the resulting damage. (1)
- *Cold:* Creatures out to 5-feet and the target now have disadvantage on weapon attacks, have reduced movement by 10-feet and suffer the resulting damage for 1 turn.(2)
- *Lightning:* Your target and up to 2 creatures of your choice within 15-feet of the target suffer the resulting damage and cannot make reactions for 1 turn. (3)
- *Force:* Your target is knocked back 5-feet if the targets path is obstructed it takes an extra 1d10 damage. (4)

MAGISTERIUM:

- *Necrotic:* The target creature cannot be healed, plants and celestials suffer an additional 2d8 damage.(1)
- *Radiant:* The target creature glows a bright light, the next attack against it is at advantage. Undead and demons suffer an additional 2d8 damage.(2)
- *Silver:* This attack is at advantage, monstrosities and shapechangers suffer an additional 2d8 damage.(3)
- *Psychic:* The target's next concentration check is at disadvantage, humanoids and aberrations suffer an additional 2d8 damage.(4)

VOLITISM:

- *Poison:* The target is now weakened, its attacks and damage are at -2 for 1 turn.(1)
- *Acid:* The target's ac is reduced by 3 for 1 turn.(2)
- *Thunder:* Creatures out to 10-feet of your target take the resulting damage and the target is deafened for 1 turn. (3)
- *Adamantine:* This attack deals an additional 2d12 damage and on a critical it adds an extra 2d12 damage.(4)

Effects that have multiple targets hit only if the foci attack would hit. You can choose that your area effects are conal or radial and they use the range described by the effect.

DUBIETY

At 6th level you gain an aura of dubiety that increases your armor class and dexterity saves by 2. You also gain advantage on acrobatics skill checks.

As a reaction if are attacked you may add your eldritch ward die to your ac for that attack, consuming a use of eldritch ward.

Donning any armor or being unconscious ends this effect.



ENLIGHTENED FOCI

By 10th level your affinity with your Foci allows you to add your intelligence modifier to your chaotic foci damage rolls.

For each recovery die roll you roll one additional recovery die taking the higher.

You may also choose which enlightened focus you wish to continue in from the enlightened focus section. You may now use your Foci one additional time (4).

ENLIGHTENED FOCUS

ELEMENTALISM

You are unharmed by temperatures as low as -50 or as high as 225 degrees Fahrenheit.

When you roll for your foci damage type you may choose to roll again taking the second roll.

MAGISTERIUM

Seeing the magics residue you can discern at a glance if a creature is or has been under the effect of charm or fear within the last 10 days.

Targets of your charm, hold and fear spells or effects must now roll their saves against it at disadvantage.

VOLITISM

Once per short rest as part of your movement you can travel up to 10 feet in the form of a liquid or gas.

When you do critical damage on a foci attack, you regain a use of your chaotic foci.

ASCENDED FOCI

From 14th level you may select one ascended focus. When you would roll for foci damage you may choose to spend one chaos point, when you do you then roll a 1d4 and add the resulting ascended focus effect from the ascended focus section within the focus you have selected to the effect you rolled from the focus you selected in the focus section. You may now use your Foci one additional time (5).

ASCENDED FOCUS

ELEMENTALISM

- *Fire:* The area 15-feet from target creature becomes rough terrain, creatures who begin their turn in the fire storm suffer 3d6 damage for 3 turns.(1)
- *Cold:* The target creature's movement is reduced by 25-feet, the target and creatures up to 15-feet away suffer 2d8 damage for 1 turn.(2)
- *Lightning:* Your target and up to 2 creatures of your choice within 15-feet of the original target suffer 3d8 damage.(3)
- *Force:* The target creature is knocked back an additional 15-feet, if the targets path is obstructed it takes an extra 2d10 damage.(4)

MAGISTERIUM

- *Necrotic:* The target creature takes 3 additional damage when damaged from any source or 5 if the target is a plant or celestial for 1 turn. (1)
- *Radiant:* The target creature bursts in bright light blinding it and creatures within 15-feet that can see it for 1 turn. Undead and fiends in the area suffer 3d8 damage.(2)
- *Silver:* This attack deals critical damage. Target monstrosity or shapechanger is stunned for 1 turn.(3)
- *Psychic:* A creature suffers 1d8 damage or if they are maintaining concentration 6d8 damage.(4)

VOLITISM

- *Poison:* The target has disadvantage on ability checks and suffers 5 damage at the start of their turn for 2 turns.(1)
- *Acid:* The ground 15-feet from the target becomes rough terrain, creatures who begin their turn on it suffer 2d10 damage for 2 turns.(2)
- *Thunder:* Creatures in the area 15-feet and the target take an additional 1d8 damage and are deafened for 2 turns.(3)
- *Adamantine:* The targets immunities and resistances are suppressed and are ignored from all sources for 1 turn.(4)

Effects that have multiple targets hit only if the foci attack would hit. You can choose that your area effects are conal or radial and they use the range described by the effect.

ATAXIC BRANDING

From 18th level you can make a melee spell attack as a bonus action against a target marked by chaos trigger, the target suffers 5d10 psychic damage, if your broken echo is available they suffer an additional 5d10 force damage destroying the echo and a brand of your design is magically seared onto them. The target must then make a wisdom saving throw against your sigil spell save dc, on a successful save no additional effects are applied to the branded target. On a failed save the target rolls a 1d6 the result of which has the following effects so long as it remains branded.

- **Fuddle:** On a 1 you have embedded a suggestion in the brand and the target is under the effects of the spell suggestion.
- **Quagmire:** On a 2 the creature is under the effects of the slow spell.
- **Purgatory:** On a 3 the creature is affected by silence of the creature's size and is blinded.
- **Numb:** On a 4 the creature has its intelligence reduced by an amount equal to your intelligence ability to a minimum of 1.
- **Lock:** On a 5 the target has (-5) on any dexterity, strength and constitution affected roll results.
- **Twine:** On a 6 the target has (-5) on any intelligence, wisdom and charisma affected roll results.

As an action a creature may meditate and attempt to suppress the effects of the brand by succeeding a wisdom check against a DC of half the damage the creature suffered during the branding. On a failed check the brand's effect continues as listed in the ataxic branding section. They may attempt this once per their wisdom modifier each day. On a success the creature suffers no effects from the brand for that day.

The brand effect may also be suppressed for a day by greater restoration.

The brand may only be removed by heal or wish spells.

If the branded creature is in the far realm of chaos, the astral sea or elemental chaos the brand's DC is increased by five.

The damage portion of this ability can be made nonlethal when damage is dealt.

At the end of a long rest roll your recovery dice to regain use of his ability.

SIGIL SPELLS

1ST LEVEL

- Alarm
- Charm Person
- Chromatic Orb
- Detect Magic
- Entangle
- Expeditious Retreat
- Faerie Fire
- Feather Fall
- Find Familiar
- Fog Cloud
- Grease
- Identify

- Jump
- Long Strider
- Magic Missile
- Mage Armor
- Protection from Evil and Good
- Shield
- Silent Image
- Sleep
- Tasha's Hideous Laughter
- Tenser's Floating Disk
- Unseen Servant
- Witch Bolt

2ND LEVEL

- Animal Messenger
- Alter Self
- Arcane Lock
- Blur
- Darkvision
- Detect Thoughts
- Enlarge/Reduce
- Enthrall
- Find Traps
- Heat Metal
- Hold Person
- Invisibility
- Knock
- Magic Mouth
- Mirror Image
- Misty Step
- Nystul's Magic Aura
- Phantasmal Force
- Rope Trick
- Scorching Ray
- See Invisibility
- Silence
- Suggestion
- Zone of Truth

3RD LEVEL

- Blink
- Counterspell
- Daylight
- Dispel Magic
- Fireball
- Fly
- Glyph of Warding
- Haste
- Hypnotic Pattern
- Lightning Bolt
- Leomund's Tiny Hut
- Magic Circle
- Major Image
- Nondetection
- Phantom Steed
- Plant Growth
- Remove Curse
- Sending
- Slow
- Speak with Dead
- Tongues
- Vampiric Touch
- Water Breathing

4TH LEVEL

- Arcane Eye
- Blight
- Control Water
- Dimension Door
- Fire Shield
- Freedom of Movement
- Hallucinatory Terrain
- Ice Storm
- Leomund's Secret Chest
- Locate Creature
- Polymorph

5TH LEVEL

- Awaken
- Contact Other Plane
- Dominate Person
- Geas
- Hold Monster
- Legend Lore
- Mislead
- Modify Memory
- Scrying
- Passwall
- Planar Binding
- Rary's Telepathic Bond
- Seeming
- Telekinesis
- Teleportation Circle
- Wall of Force

6TH LEVEL

- Arcane Gate
- Chain Lightning
- Disintegrate
- Find Path
- Flesh to Stone
- Forbiddance
- Mass Suggestion
- Sunbeam
- True Seeing

7TH LEVEL

- Etherealness
- Forcecage
- Mirage Arcane
- Planeshift
- Project Image
- Reverse Gravity
- Sequester

8TH LEVEL

- Antimagic Field
- Demiplane
- Dominate Monster
- Earthquake
- Feeblemind
- Maze
- Mindblank
- Telepathy

9TH LEVEL

- Astral Projection
- Gate
- Imprisonment
- Power Word Kill
- Weird
- Wish

MULTICLASSING

If you wish to multiclass sigil your intelligence and constitution must be at least 13.

When you multiclass sigil you gain the following proficiencies:

Light Armor, Simple Weapons, Longsword, Whip and Glaive.

CREDITS

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THANKS AND EVERYTHING UNDER THE SUN

Here I gather would be a great enough place to start to describe how the effects of this class work in flavor. It was an exercise in how not to be long winded in the descriptions of the features that gave way to the terse form this pdf has now. Much of this is intended for DM eyes only so Spoiler Alert.

With that said I'll take my time in filling this section out and I hope it's useful for both players and DM's trying to figure out what things look like when this class does those things.

- **Chaos Casting:** When a Sigil decides to cast spells it's for the most part very similar to a sorcerer in that the spells words, movements, timing and ingredients are all logged to memory. The only exception to this being the Keeper who can also cast from their Chaos Shard. The magic they use comes from giving form to their inner entropy.
- **Recovery Dice:** There are really two ways that this is played out in my view the first is the usual way which is meditation, chaos is something that is harder to grab hold of on the Prime as the gods and other creatures have seen it fit to bestow there the greatest weight to the laws they constructed. Pulling what little Chaos they can Sigil need to meditate for a time and pull on what they can from creatures around them and of course themselves. The other way this works is the recycling of exhausted Chaos that is present around the Sigil but comes with a strain of having to challenge the nature of the world to gather it all so quickly.
- **Warden Skills:** The Warden group that is in the core as well as is specialized in by the Keeper are both something like shields. The keeper gets a second version of this and I imagine it still creates a physical wall of force between the damage source and the target.
- **Broken Echo:** I spent some time describing this one as it is the classes defining ability. The fierce wave of ether I imagine looks like something of an apparat wall of ether is shot almost like a force push at the target spell caster. The image of the target is ghost like in appearance and simply fades away after 6 seconds if it isn't used, if it is the image shatters like glass would.
- **Chaos Trigger:** This class mixes martial and magical practices in combat and this is where it happens. Chaos Trigger being foundational really comes online with Second Trigger. I never imagined it looking like anything aside from a sickly black and purple energy on a sword that latches itself onto a target. The target I'd assume would innately feel the building pressure and a growing headache the longer they stayed within a certain distance of the Sigil. Of course, this issue never fully goes away until concentration is lost.
- **Artifice Trigger:** The trigger of the artifice has no range of sensory beyond the artifice. In a sense you could say it has tremor sense but it requires direct contact to be part of the trigger.
- **Silent Respite:** The capstone is a move that essentially gives plane shift to a specific plane. This new plane is pure chaos; I picture it as being the backdrop to everything. It is not a foundation to the multiverse more than it is the material by which the multiverse is formed. As much as the Astral Plane is almost like the junk heap for the multiverse. Technically anything can happen in Chaos traveling there and you could find yourself somehow in the Prime Material or some other plane. The truth is chaos is very dangerous because the rules don't apply there. For example, to cast the spell wish a specific verbal command is needed then the wish is made. In chaos the requirements for wish are entirely different or the same, the odds are never clear neither are the results. Wanting to go home in your thoughts could be enough for you to suddenly be walking around your house. The fact is though that all this is an illusion but more real than even mirage arcane, chaos can in a sense become anything and normally without a will it remains near formless. This becomes very tricky as I'd imagine a person who casts plane shift may actually shift or may not have but be led to believe they did. All the consequences of leaving or entering a plane are there; all the things they expect are there.
- **Realm of Chaos:** A creature who enters chaos suffers from madness overtime; much like the true form to certain creatures, seeing the true form of the plane is not something most mortal creatures should be able to come to grasp with. An Intelligence save of an increasing DC over time would suit the purpose here. A creature subjected to Chaos's true form also is unshielded from things like psychic storms and time loops. In an hour a creature may find they aged 30 years and in another hour they may find any sign of advanced aging to be gone. A stray thought could lead to encountering people in chaos the target is familiar with and to all checks these people are tangible and act in ways familiar to the creature. Movement in Chaos is based on the targets intelligence with every 1 modifier being 5 feet of movement with a base movement of 10.
- **Artifice:** So artifices are small near flat disks that are imperfect circles forming points at two ends. A person who knows how to use them can launch them at near any surface and imbed it there. The core of the artifice is the only not flat part of it and it is located at the devices center. The core stores any materials used while the vein like channels found all around the artifice store the magics.
- **Chaos Shard:** I have an image towards the end of the Keeper section where there are pages flying around and burning away. That's basically how I pictured the shard. As the spell is expended, the memory of it is burned away from the Shard. Without delving too deeply into Keepers, they are the powerhouse spell casters of the class. So they as a result are really good at it and so I figure there is something spell caster about casting from a book.

- **Schools of the Inquisitor:** There is a lot of love lost between myself and Inquisitor but this final version is what I'm most comfortable with. In play, they can either be pretty complicated as there are 2 additional rolls by the time you reach high level. The good thing is that it's really simple as after 1 or 2 games with the class to recall that stuff. The subclass has some pretty cool schools, which are essentially further focuses within it. What this means is that there are 27 different types of Inquisitors that you can make when using one. Some of their schools are geared more for support, others are geared more for control and some are what you may call a specialization. However because of how the subclass is made you can mix and match nearly however you please.
- **Foci:** In truth the Foci can be whatever you want it to be, if you wish to use the 20-foot reach though you would need to make it word smith whatever you are using it as to make sense with that reach. I guess Dragon Ball fans could go with the power pole as their Foci. Regardless when you roll the Foci's damage type I imagine it becomes the avatar of that damage type. So fire is to fire whip as psychic is to psychic whip. I can imagine the adamantine whip being heavy and riveted.
- **Ataxic Branding:** If you've ever played Shadow of Mordor and palmed an orcs face this is that move, I always picture it's victims screaming as this is done to them. The ability is made complicated by the multiple references to saves in the suggestion portion. The specific supersedes the general here, if the creature is unaware of the suggestion then they get no chance to save against the suggestion at the start of a new day.
- **Knowledge Kept:** This is the capstone for the Keeper, it looks simply like the Keeper stores a spell but the spell is stored to the chaos shard. What this means is that the same rule of casting from your chaos shard applies to knowledge kept. Even though the chaos was already spent before, a long rest when the spell is cast the player rolls chaos recovery die for each level of the spell cast.

I feel this really embodies the point of a Keeper where they are supposed to be able to cast more spells of different levels than the other paths. In total, the keeper ought to be able to throw out a good deal of high level spells. Knowledge Kept is kind of a battery. Its limiter aside from the obvious 8th level spells is that you must know the spell. Unlike the other shard spells which come from your spell list.

WHY MAKE THIS CLASS?

I like to make stuff, to be honest I just wanted to take a shot at a full caster 1/2 martial class and thought of a few mechanics that could get this done all while still in the meta.

WHAT ARE THE SUM OF THE PARTS HERE?

This is a heavy in features full caster, it has lower dpr than offensive classes because it fits more in line with controller classes.

That isn't the say the class is without offense; most of the features are designed to come online when against spell casters in various ways. But against non-spell casters the control aspect is far more beneficial.

There are some spells that are offensive or defensive as well but there is ritual casting as well as some very good control spells in there like sleep, hold person and so on.

IS THIS CLASS COMPLETE?

For the most part. The changes I find myself making are important but they seem to be more buffs than anything else. I admittedly underpowered a few things and they weren't working as intended over long games so I had to revisit them. But any version from version 1.0 is play viable and should do fairly.

I DON'T GET IT HOW DO I USE THIS?

Seeker can play wherever they see fit, they benefit more from being out of melee though and have no real reason to have to get into melee.

Keeper is probably better where any other spell caster would be.

Inquisitor cannot really do their best in long range but they can be that far out.

An important note is that before 4th level where you are doesn't exactly matter. After 4th you'll want to stay within 30-feet of your target.

Generally, I've found that the average player can get a firm understanding of the class in about one to two games. As a rule of thumb is there is a spell caster around you generally want to be within that 30-foot range of them.

IS THERE ANYTHING HERE FOR RPING?

Insofar as theme goes this class fits along the avenger line, they are also really good at assassinations and within a reasonable level they can shut down an archmage with one lucky roll.

WHAT SHOULD I BE WARY OF?

You are very strong in encounters that someone is casting spells; you are very weak in encounters where this is not the case. What I mean by strong and weak is that you will have to pull on more resources to get the job done if you are in the latter case.

Understanding this classes resources is first knowing what the features are, most of the features are SLAs as in they aren't spells but they are spell like. What this means is that an anti-magic field would work on Chaos Trigger's damage portion since it utilizing a somatic component but not the actual application.

MAGIC ITEMS

In my mind D&D wizards are essentially psionic casters that cast through the weave. As opposed to the Sorcerer who uses his force of will with his bloodline as a catalyst to get the weave to do what they know how to do with it.

The Sigil fits more as a Psionic caster that bypasses the weave in a way that avoids Wild Magic partially. Thus the Sigil should benefit from any magic item a Wizard could but not one a Sorcerer could and a Wizard couldn't.

To rephrase that any magic item an intelligence arcane caster could equip a Sigil ought to be able to equip as well if that item has a class restriction.

Magic items that have spell slot requirements require a chaos pool equivalent to the magic items requirements. So a item that might require three 3rd level spell slots to be used would require 9 chaos pool.

Items that create spell slots like the Rod of Absorption creates chaos points of the level of spell converted. So a 5th level spell conversion would be 5 added to the chaos pool. In the case of a 10th level Sigil they would have a pool of 10.

THE UNDAUNTED BLADE

I wanted to make a magic weapon for this class when it was first suggested about a year ago by one of the folks in my credits. Admittedly, it took a while to come about but on the next page please enjoy some information on the weapon. As with everything here feel free to expand on things in your game. The weapon itself is a new creation and so I've only tested it myself. Since it is a higher level item I figure it will never be tested properly by my standards. I'd also recommend that Players consider peeling your eyes away from what the weapon's history is or that DMs simply use the history as a kind of platform to do their own thing or nothing at all.

Adding the weapon actually worked to create more of a background for the class in my mind. Now there could be a whole story

THE ORDER

The idea for Sigil as a class is a bit more centralized than most other classes. There is a particular order and that order does provide in some way the training and induction. Sigil are not born they are made, so technically anyone could become one however the induction is the final process that allows for one to become innately familiar with their inner chaotic nature.

In its history the order has produced assassins to folk heroes, pirates to noble knights but they maintain only one tenet. A place must be left better than how it was found it.

There are however, callings within the order, these callings could take thousands of years to complete across generations of sigil. One such calling is the exalted hunts, the hunting for artifacts related to a sign of potential doom. In doing this they hope to cut ahead of whatever forces wishes to unleash catastrophe, narrowing their options and making them more predictable.

Another calling is one that never truly ends, the undaunted. To travel the world in search of the lost blade. Once held the wielder is said to be made aware of the original tenet of the order and that their purpose is reshaped to best live up to them. In truth, no one knows for certain. However, the original tenet of the order was the prevention of a return of sorcerer kings or worse. That macro idea was thought to be answered with the present issues of everyday stability. It could be said the order shifted from chaos to neutrality or maybe that it was always about neutrality. Such thoughts are what drive some to this calling for no other reward.

To keep and preserve there are magics lost intentionally, horrors that could never be slain kept for effective eternity. The calling to trials is one more sigil walk than any other. It is believed to be the path truest to the tenet of leaving a place better than when you first saw it. And it is the calling that has shed the most light on an order that was forced into the shadow over a dozen millennia past.

The order itself is absent any religious persuasion, as the background is that they the members are encouraged to come to their own conclusions. This does not mean they are atheistic or even agnostic since you are as likely to find members pledged to Pelor as you are to find one sworn to Asmodeus.

To be a fallen Sigil is not very difficult, the concept of better is intentionally left open for interpretation. However, conflicts between Sigil are unlikely since the outcome as most Sigil continue with the belief that harmful magic should be kept secret and as such they often don't use such magic themselves. The concept of power corrupting runs counter to the chaotic nature of Sigil who wish for independence above all. To fall a Sigil need only consider an entity more important than himself and commit themselves to that. The result is a weakening or a prevention of further growth as they move away from progress and towards stagnation.

EXPERIENCES

As a DM, a player and a tester of this class I've found that by far the most complicated of the branches to play was the one I aimed to make the simplest; the Inquisitor. Specifically the magisterium path... I have given up on finding a way to simplify it further as I kind of like that it has this complexity to it. The easiest was oddly the one I thought would be complex; the Keeper. Keeper feels very good actually as a player; cantrips make an amazing difference in how you manage this class's resource.

One of the things to look out for is when someone is casting a spell. This class is usually very near the front line if only to stay within counter range of a spell caster. Blur becomes almost mandatory which is great for keepers since they can put out a cantrip or attack right after casting it. So why cast attack if you can cast cantrips. Well Chaos Trigger is like a mode switch. If it is active, a Sigil should feel more like a martial class, if it is off then you should feel more like a spell caster.

BY THE LEVELS

- 1st & 2nd: These levels introduce the player to the concept of chaos trigger as well as using reactions to defend from spells, it also establishes the idea of using weapons and limited casting. The use of weapons and class effects is almost a tutorial for using other concentration spells with your martial abilities but essentially chaos trigger will become the switch between martial on or off.
- 3rd to 5th: A more advanced use of reactions as well as a stronger sense of resource management and utility casting. It is essential that players learn from this level range how to manage their reactions and options, as things can get overwhelming in campaigns that start at a higher level for lower skilled players.
- 6th to 15th: Martial abilities are online here as well as larger resource pool and more quality to the existing abilities. This level range explains everything about how to use this class's action economy; it has many options though most a niche. This is the point where things get the most complex.
- 16th to 20th: Traditional end game capstones, at this point the class is badass.

UNDAUNTED SCYTHE OF NEUTRALITY

Polearm Legendary

(Requires attunement by a creature of neutral alignment.)

Damage	Weight	Properties
1d4 slashing	3lbs	Finesse, Versatile, Reach, Special

Versatile: The wielder may perform a sweeping attack at up to 2 targets in a 90 degree angle of the wielder. Targets of this attack make a dexterity save of DC18 and suffer this weapons damage only on failure.

Special: When a non-neutral aligned creature attempts to use this weapon, they immediately suffer 2d10 psychic damage. If the creature is good they also suffer 2d10 necrotic damage or 2d10 radiant damage if they are evil aligned.

A creature of any alignment slain by this scythe increases the wielder's temporary hit points by it's spell casting ability. As a bonus action, half your temporary hit points can be consumed to roll 2 recovery dice for your chaos pool. These temporary hit points are retained for up to 24 hours.

Any damage roll that would include your intelligence modifier instead adds 1d4 force damage per modifier.

While this weapon is in hand you score a critical hit on a roll of 16-20 against a target marked by chaos trigger.

Expending chaos points into this scythe while it is attuned via Oath and Chaos empowers the wielder for a moment so as to perform one of the following feats:

2/CP Abolish: When used with two hands this weapon hits up to five targets in a 240-degree arc around the wielder. This attack uses your strength modifier or dexterity modifier for damage. Creatures who are damaged in this way must make a DC18 constitution save; on a failure, the creatures are knocked back 10-feet and on a success, the creatures resist this effect.

4/CP Guillotine: You attempt to grapple; a creature in the weapons range must make a grapple check. On a failure the creature is pulled by the blade of the scythe to within 5-feet of the wielder is prone and is consumed by fear until the end of their next turn. A creature that resists this grapple or is huge or greater in size must make a DC18 constitution save; on a failure, it suffers 9d8 slashing damage or half the result on a success. A creature brought to 0 hit points by Guillotine is immediately decapitated.

6/CP Rend: As part of your attack you send a wave of force out to 90-feet. If hit the target suffers the weapons damage and loses their highest level spell slot or equivalent spell casting resource as if a spell was expended. After which you use recovery dice to recover chaos points equal to the target's expended spell casting resource (A shaved 9th level slot would be 9 recovery rolls).

HISTORY: THE UNDAUNTED TROOP

When the old gods determined that chaos alone was not enough, they made order from chaos. To shield their creation from the infinite dangers beyond sense of mind; they hid all away within infinity.

But progress; the consequence of chaos could not be denied and arcane manipulators of a time long forgotten sought ways to reach heights to where they had no knowledge of. In their wisdom the gods sought first to stop these sorcerer kings with diplomacy, but that did not work and instead the kings and queens were emboldened and made paranoid of the gods intents. Using a relic now long forgotten they forced open what is beyond creation to call the creature Pandorym.

Before the ritual could be completed, the gods sent champions against the sorcerers. Dragon history claims that none survived and that it was the sorcerers themselves who realized their folly and corrected their actions. But it was a mortal adventuring party that beat back the body and distracted the ancient one's mind enough for the ritual to be completed. Known then as the company of valor they represented a shame to the gods and kings both who worked to erase their deeds from history.

The group would later form an order of wardens to protect men from our ambitions. There was one piece of Pandorym's body left; it had fused itself with the blade used to drive it into its jail. As Pandorym was a creature of mind, the strongest tenets of its wielders became part of the weapon, slowly bending the beliefs of future wielders. This blade now serves as the only remaining memory of a true history until it too was lost. - Legend Lore/DC:30 History

UNDAUNTED SCYTHE OF NEUTRALITY

Curse: Echoes of Ambition

The voice of this weapons former masters continues to call its present wielder to a higher purpose. And to reach the ultimate end of all its previous ends; the Endless Journey into the Far Realms. There is a chance that this weapons Ego will impose itself on its wielder. An attuned creature must make a DC18 wisdom saving throw at the end of each day that the weapon was used. Each failed save imposes or makes more apparent certain characteristics; there are 4 phases and 2 successful saves undoes 1 phase. Each phase carries with it a virtue of neutral tenets with the ideals of its past champions.

Phase 1: "Honorable fighting? He was an honorable fighter." ~ Dirty Fighting

Phase 2: "Let death sort out which of us was stronger." ~ Undaunted by stronger opponents

Phase 3: "Is that the best you've got? Where is the bite?" ~ Humiliates opponents when winning

Phase 4: "There is only one war that matters." ~ The Endless Journey

HISTORY: LOST TO TIME

Chaos is the source of all progress, there are evils and good within chaos but that does not change the fact that both are progress. The Order formed from the legacy of men, but these men were never thought as greater by their successors. By their own tenets, the future held greatness and the past it's foundation and so of course the past must have required talent, but the future would always require more. That is the ethos thrust upon the wielder by the first wielder and founder of the Order. She was the Kalashtar Mevari having lived her life in pursuit of the greatest enlightenment she was the first to discover the endless journey. - Legend Lore/ DC:40 History

The second was Hxlbruyiltqs the Obsidian Dragon, known as the laughing dragon the carnage he left behind was something only he would laugh about. Even so he relished the thought of the endless journey and continued his laughing rampage across any foe of good or evil so long as he felt they would present a challenge to him. What more is known about him was that his lust for combat led him into laughing fits when his opponents were on their heels. - Legend Lore/ DC:35 History

Forged from a composite of void glass and horacalcum the blade resists all magical influences with its residual psionic energies. It was the overwhelming of those psionic energies from the encounter with Pandorym, which now works to shield the weapon from any divination magic. A consistent mention in dragon lore is that the blade emerges from history as it sees fit. -Legend Lore/ DC:35 History/ DC:25 History (Blacksmith)

Time will hide things and for the land, this is doubly true. But the land cannot hide a thing when it no longer wishes to remain so. Ducat, a human through sheer force of will was the only one to wield this blade while not of the order. The order long knows the ego bleeding effect of the blade but much like the chaos itself no conscious mind is thought to be behind its powers. It would be towards the ending of his lifetime that Ducat became known as Death, a man with a farming instrument brought to reap soul and flesh alike. However, in truth to those who knew him a different name appears, one that tells of how many chances of death Ducat himself faced... Ducat the Undaunted. - Legend Lore DC:25 History

... and on the main matter of the expedition. I know now that it is true; when the Undaunted blade emerges from history dread is the first sensation to those with any wisdom. The blade itself carries with it a misremembering of its potential for slaughter but those who know could say that this fourth wielder... A wood elf by the name Adriee Moonshadow was an unlikely expectant as one could have guessed. A scoundrel at heart, maybe it was the pirates blood of Ducat that lent her an affinity with this weapon, but without a doubt her unpredictable nature is both charming and ruthless. I wish her well and hope that the rest of the story, the parts about The Endless Journey are untrue. The world would be a little dimmer without her after all. Legend Lore/ DC:25 History



APPEARANCE

A double edged void glass chine at least five foot long held by a metallic horacalcum beard and tang originally part of the body of Pandorym connects to a eight and a half foot long intricate adamantine snath.

The weapon when held is lighter than it appears and has a fine balance for easier wielding based on the placement of its grips.

Three adamantine spikes are on opposite ends of the shaft and on the opposite side of the tang from the blade. The two guards on either end of the shaft lends to this weapons unexpected efficiency in close range combat.

When perfectly still the weapon appears to shimmer and shift on its own. This is a result of the horacalcum components of the weapon and time's minor effect on it.

When this weapon is destroyed it instead appears again at a random location within 1000 miles of its destruction and has a 1% chance of appearing on a different plane of existence.

EXTENDED SPELL LIST

Thank you for reading this far, the spells here will be broken down by their source and further by the spells level. They are extensions to the PHB & Elemental Evil spells already incorporated into the main spell list.

ELEMENTAL EVIL

2ND LEVEL

- Aganazzar's Scorchers

4TH LEVEL

- Vitriolic Sphere

XANATHAR'S GUIDE TO EVERYTHING

1ST LEVEL

- Absorb Elements
- Chaos Bolt

3RD LEVEL

- Tidal Wave

5TH LEVEL

- Far Step
- Synaptic Static

6TH LEVEL

- Mental Prison

9TH LEVEL

- Psychic Scream